

THE BLOODBATH ISLAND



After days of advancing to meet the marching Uthuk Y'llan army in the Valley of the Forsaken, we decided to camp for the night somewhere in the North Plains only to be awakened by our Nightwatch guards screaming: "Water magic!" in terror. It seems that the Uthuk Y'llan shamans have performed foul rituals to summon some water Demons who rose a water barrier around one of our detachments trapping it in an island of bloodbath for the Uthuk Y'llan forces to surround it and slaughter it. Now the detachment must hold until reinforcements arrive before it is wiped out...

SETUP

- It costs one more muster point for the Daqan Lords player to deploy archer units.
- The Uthuk Y'llan player plays first

SPECIAL RULES

Command step:

- The Daqan Lords player can treat a maximum of 2 elite and archer units as if they are in any section of the battlefield

Attack step:

- The Uthuk Y'llan player gains 2 Vp for every infantry or cavalry unit eliminated, 3 Vp for every elite unit eliminated and 4 Vp for every Legendary unit eliminated

Victory point phase:

- The Daqan Lords player gains 1 Vp on turns 1-4 and 2 Vp after turn 4
- The Daqan Lords player can heal wounds on a Roc unit by

OBJECTIVE

Daqan Lords Victory: Reach 16 Vp

Uthuk Y'llan Victory: Reach 16 Vp